

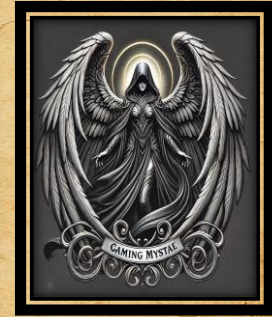
# Hercules Untold

An Action – Adventure Journey Through Greek Myth

Presented by: George Bolias

2<sup>nd</sup> Year Game Development Student

Mediterranean College



*Every myth begins with a choice...*



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# Introduction

The story unfolds in an ancient Greek city, a land steeped in myth and memory. Hercules, broken by the brutal murder of his family, abandons Thebes and takes refuge in another city, living as a soldier, yet never at peace. Plagued by relentless nightmares and a growing sense that something must be set right, he realizes that his past cannot remain buried. One night, driven by visions and grief, he resolves to seek the wisdom of the Oracle of Delphi. But the path to redemption is not freely given, it must be earned. Before he can begin his journey to the Oracle, Hercules must prove his worth by facing challenges within the city, aiding its people, and overcoming trials that will shape his destiny.

*This is not just a tale of strength, it is a journey of guilt, resolve, and redemption.*

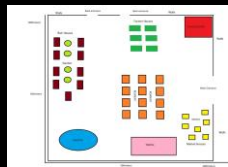


# Part I: Game Level Design

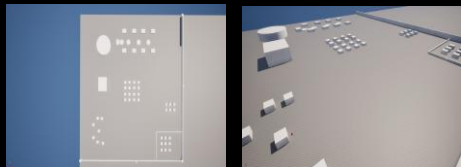
*From early layout to immersive experience, a world in the making.*



# City



Draw



Whitebox

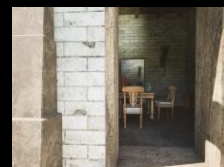
Temple



Market



House

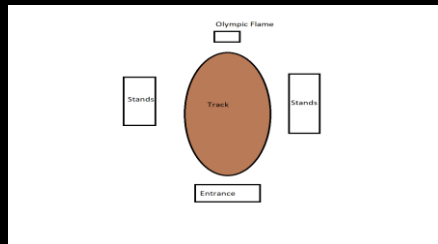


Amphitheatre





# Stadium



Draw

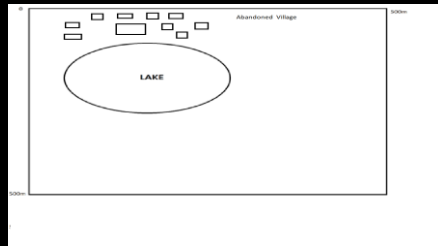


Whitebox

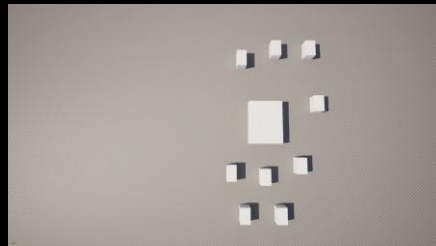




# Village



Draw

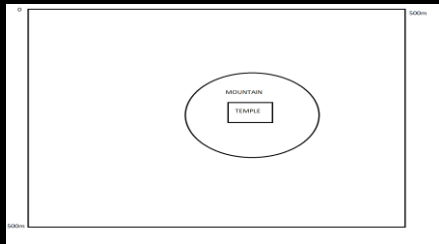


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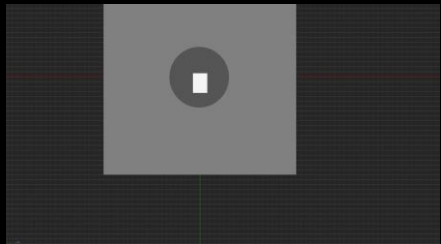




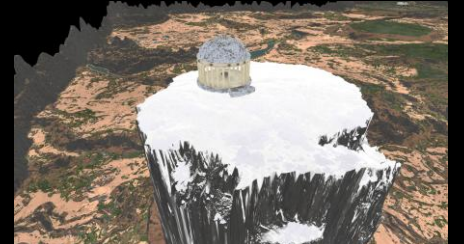
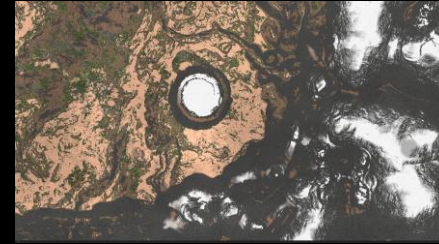
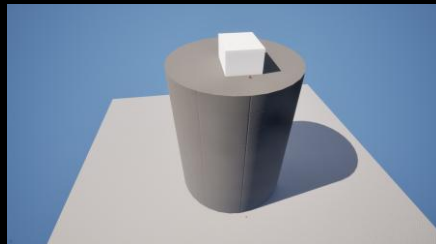
# Temple



Draw

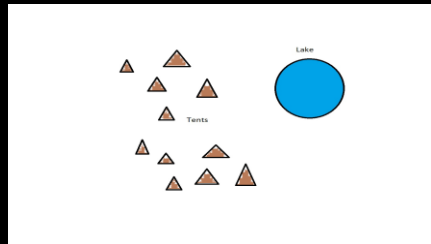


Whitebox

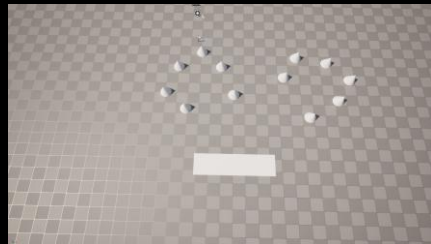




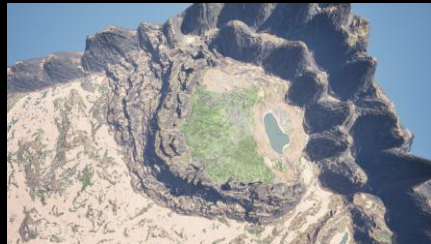
# Camp



Draw



Whitebox



# Final Level Showcase

After completing the level design and polishing all areas, I created this cinematic walkthrough to showcase the world of Hercules as it was intended: lush, epic, and full of challenges. Enjoy a quick in game tour of the level, set to music and cameras that emphasize the atmosphere and artistry.

*Even the gods would walk these lands...*

<https://www.youtube.com/@GamingMystae/videos>





# Part II: Game Mechanics

*Strength alone is not enough, it's how you wield it.*

# Character Mechanics

Mechanic	Complexity	Notes
Light & heavy combo attacks	Complex	Timing-sensitive, stamina-based chaining
Dodging with stamina	Medium	Includes stamina cost and iFrames
Weapon equip/disarm system	Medium	Dynamic weapon state switching
Healing with cooldown & UI feedback	Medium	Cooldown visualized with dynamic material
Interaction with breakables & pickups	Medium	Connected to custom interfaces
Full input mapping (Enhanced Input)	Above baseline	Modular and scalable input system

Enemy Health



Combo attack system in action



# Gameplay Mechanics

Feature	Complexity	Notes
Rock spawner hazard	Medium–High	Trigger-based real-time hazard
Breakable actors with loot	Medium	Dynamic loot drops with spawn variation
Currency system	Medium	Dynamic conversion logic implemented
Enemy AI (patrol, chase, attack, loot drop) with RVO	Complex	Layered logic with behavior switching
Animal AI with RVO and state transitions	Medium	Includes passive/reactive states
Interaction system with interfaces	Complex	Abstracted communication (e.g., litInterface)

Reaction on Hit



Breakable Pots



# Gameplay Interaction

Interaction	Complexity	Notes
XP from defeated enemies	Simple	Adds basic RPG progression
Combo unlock from AnimNotify	Medium	Animations synced with logic
Weapon pickup & equip	Medium	Includes switching and stat effects
Rock spawner trigger logic	Medium	Real-time challenge generation
Breakables with treasure spawns	Complex	Randomized loot using spawn points

XP Spawn



XP Spawn



# External Tools Demonstration

## CREDITS

GAME DEVELOPER

GEORGE BOLIAS

GAME ENGINE

UNREAL ENGINE 5.4

### SOFTWARE - APPLICATIONS

#### SOUNDS

Audacity  
FreeSound.org  
Fab.com

#### 3D-MESH

Blender  
Meshy.com  
Fab.com  
ArtStation.com  
RigModels.com

#### CHARACTERS

Blender  
Meshy.com  
Fab.com  
ArtStation.com  
Daz3D.com  
MB-LAB

#### ANIMATIONS

Blender  
AccurRig  
Fab.com  
Mixamo.com  
RigModels.com

#### IMAGES

Gimp  
ChatGPT  
Fab.com



# Result & Gameplay.

After implementing all core mechanics and finalizing the level design, I brought every system together into a cohesive and immersive experience. From a simple whitebox to a fully realized mythological world, this gameplay showcase highlights the result of that journey. where combat, AI, interactions, and hazards breathe life into Hercules' story. Sit back and enjoy a cinematic glimpse into the world of Hercules Untold.

*Concept to Creation... Journey Starts*

<https://www.youtube.com/@GamingMystae/videos>



# Alumni Dash video

AlumniDash is an endless runner game inspired by real student life and locations. In this short video, you'll see how reference material, including videos from the official Mediterranean College channel, website images, and even real map data, were creatively transformed into a fast-paced arcade experience. The game environment reflects familiar campus landmarks while delivering dynamic, replayable gameplay.

*Concept to Creation... Journey Starts*

AlumniDash is available to download and play now from my [itch.io](#) page.



# Personal Information

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Name: **George Bolias**

Personal Brand: **GamingMystae**

Personal Moto: **Concept to Creation... Journey Starts**

Title: **Game Development Student**

**Mediterranean College // Derby University**

Email: [gamingmystae@gmail.com](mailto:gamingmystae@gmail.com)

YouTube: <https://www.youtube.com/@GamingMystae>

Itch.io Account: <https://itch.io/profile/gamingmystae>

GitHub Account: <https://github.com/GamingMystae>

Web Site: **Under Construction**

LinkedIn : **Under Construction**



# Questions & Answers

- *Thank you for watching my presentation.*
- *I hope you Enjoyed it.*
- *I'm happy to answer any questions you may have*

